

San Leandro Computer Club

Journal

October, 1992

GENERAL MEETING MINUTES

September 1, 1992

The meeting was called to order at 8:00 PM by President Bob Woolley. All Officers were in attendance.

Bob introduced the ATARI staff that were at the meeting led by TINY Bob Brodie. Bill Rehbock was there clutching or guarding (depending on how you looked at it) the FALCON 030 that he brought with him. Taking no chances, (on letting us poor neglected user groupers put the snatch on his new toy) his bodyguards were the new editor of ATARI EXPLORER Mike Lindsay and our good friend John Townsend.

President Woolley announced that he had sold the club's Moniterm monitor for \$300.

Bob also advised the members that the Expo committee was dropping the idea of putting on a 1992 ATARI Expo. Inability to come to terms with ATARI Inc. as to support, etc. were the reasons the joint user group committee arrived at its decision to drop the Expo.

Bob Scholar was up next with this month's 8 Bit floppy. The lead item on the floppy has to be the European music demo which is the whole back of the floppy. It includes 52 different music samples. In addition are the usual assortment of games and utilities.

Bill Rehbock started his demo of the FALCON 030 with a short discussion of some of its nicer points such as the ability to run on any ATARI monitor, VGA monitors and regular TV. The 3D effect on desktop buttons, Colored desktop icons,



16 Bit true color. (all the new colors must be seen to be appreciated) The new to ATARI industry standard SCSI II port. Improved sound and video abilities.

The general appearance of the Falcon 030 is very similar to the 1040 ST, an all in one case with attached keyboard. A slightly different case color gives it a bit of individuality.

The FALCON has a 68030 main processor that gives it great speed and many new abilities while retaining compatibility with the ST. A true expansion bus will make it possible to plug in third party coprocessor boards which will allow more complete PC and MAC emulation.

Probably the best part of the Rehbock demonstration was the extended question and answer period wherein he fielded questions of every kind.

After the pleasure of watching the new Falcon 030, we had to return to our regular meeting business and watch another disdainfully crooked raffle be run by our beloved President. With that, the meeting was adjourned so we could get on with the important after meeting BS.

Happily Submitted - Jim Moran Secty.

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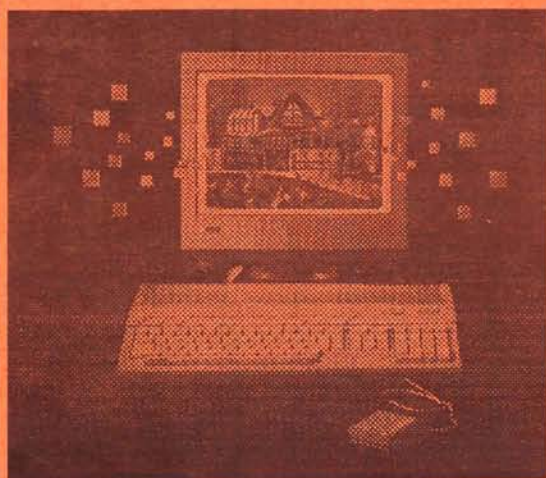
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Telecommunicating With The 8-Bit

by Robbie Bridges SLCC

The SLCC supports a bulletin board system (BBS) called the Key System. Using a modem and telecommunicating with your computer is lots of fun, but it can also be frustrating. We are lucky to have experts in the club who are very helpful, as well as BBS System Operators (sysops) who will actually come on line when you are experiencing difficulties and lend a hand.

To get started, you need a modem and probably an interface to connect your telephone to your computer. You could start with a 300 baud modem like I did, but you will quickly find it's lower cost isn't worth it's slowness. A 1200, 2400 or higher baud modem is worth the extra cost. I got a 1200 for \$10.00, compared to my first 300 at \$5.00. You will find that 2400 baud modems also operate at 300 and 1200 baud rates in case you call a BBS that doesn't go as high as 2400. My 1200 baud modem is connected to my Atari 850 interface in port #2, the serial port on the back, and I have a printer connected to the parallel port of the 850 on the side. You will enjoy having a printer to make hard copies of information you receive from BBSs in case you don't have one already. There are other interfaces or even "direct-connect" modems available, and the terminal program you use will explain how to use this hardware. I use a term program we have in the club called BobTerm. It's on Disk of the Month Vol. 8 #3. There are many programs available, but I have found BobTerm the easiest to use. I might add that I received some good information when I sent a donation to Bob Puff for a later version of BobTerm.

You have to have your modem and your interface turned on before you load your term program, and typically you will see a Command Menu. Follow the instructions and customize your program according to your system. You can make up automatic dialing lists so that you don't have to manually dial the phone numbers. You can also create a combination of key presses, called macros, which transmit a pre-defined message (such as your user number and password) with one "shift/control" + a number. This will save you time on the phone.

Your first call to the Key System might get a busy signal depending on when you call; I usually call early morning or early afternoon. Your program will keep dialing until you get through. When you are connected, you'll get a message requiring you to send a "Return" so the system

can establish what kind of translation you are using (ASCII or ATASCII), and what speed your modem is. You will have to register with any BBS, so follow the instructions and give your name, address, and information about your computer. You will have to learn the commands to communicate with the Board and the best way is to go back to your Menu and "Capture" the information so you can print it out later and refer to it. "?" usually will give you "Help" on most BBS's, and if you're lucky, the sysop will come on line with you and assist, or you can call for him by using "C" from the Key System Main Menu. There are games, message bases you can "Chat" with people on or leave messages for others, and files you can download (receive) of all kinds of information. You are also expected to contribute to the file base by "uploading" or sending files to balance your "upload/download ratio (D/L)". It is a learning process and can cost some money in phone charges as you learn, but it becomes easier as you use it.

A few tips:

You might start off in upper case letters automatically; hit your "CAPS" key before typing messages.

If you can't figure out how to get out of a situation, go to your Menu and try a "Control+C" or "Control+X". As a last resort, you can "Hang Up" or "Reset" or turn off your computer and then reboot and call back.

If you want to use your ramdisk to receive data, make sure you format it first. Make sure you have enough room on a disk before you download big files to it or you might waste a lot of valuable time and energy.

"Control Q" to scroll and "Control S" to stop scrolling so you can stop the screen information and read it. Write down your user number and password for reference if the Board has a hard disk crash or your term program has a problem.

Have fun!

Robbie is our VP and has been learning about telecommunications with his 8-bit. His experiences and observations will apply to any computer or BBS - it just takes a little doing and experimenting.... ed.

13:20

So, I bet you can't guess where I took my vacation this year.... How about Hawaii? How about Kauai, Hawaii? How about Kauai, Hawaii on September 11th? That date doesn't ring a bell for you? Well, I'll certainly never forget it. That was the day that hurricane Iniki ran right over my vacation - and the homes and businesses of the 55,000 people that live there. The clock in our shelter (where we rode out the storm) stopped at 13:20, marking the end of modern living on Kauai for many weeks to come.

My wife and I were celebrating our 25th Anniversary on the island, which really is a beautiful place. Then, on Friday, the 11th, the Poipu Sheraton people woke us up at 05:30 and told us to get to a shelter. Iniki had changed course and would be striking the island by late afternoon. As we left the hotel, the high surf was the only indication that anything abnormal was happening, the weather was beautiful. By 11:00 the winds started gaining velocity, reaching 140mph by 16:00 or so. Then they stopped for 20 minutes, only to restart in the opposite direction, blowing everything back from whence it came. Like they say, it blew HARD. Everything not firmly attached was blown all over the island. A large piece of metal roofing would wrap itself around a tree or lamp post and, acting as a sail, pull it down. A large percentage of the vehicles had the glass blown out of them by other missiles caught in the wind. This went on for hours....

After Iniki, the island is still a paradise, but without water, power, food, and a hotel, we came home. The islanders are still there however; they ARE home. Talk about a mess. 90% of the telephone poles are either snapped off or literally pulled out of the ground like so many carrots. Very few houses escaped some damage, although most are still in one piece. A few shingles off, broken windows, tree in the bedroom - that kind of thing. I did notice a few buildings at the Community College that were completely gone. Out in the cane fields somewhere....

Now that Iniki has gone, the residents must deal with putting everything back together again. Transportation is a problem since many roads are choked with debris (or in some cases, washed out to sea). Gasoline is hard to get since the electricity is off island-wide. The Civil Defense radio station was blown off the air for a few days. ALL the stores are

closed. Food is spoiling without refrigeration. Worst of all though, is that there are no means to communicate with each other! People with gas to sell can't notify those customers needing it. All the tourists, who just want to get off the merry - go - round, have no idea when or how to leave. Many of them just converge on the Lihue Airport only to be turned away by the National Guard. OK, so there is no power, people can camp out. Necessities can be brought in by air or ship. Roads can be cleared. But, how do you co-ordinate 55,000 residents and 10,000 tourists if you can't communicate with them? Give me a telephone, a radio and a television. The rest of Progress is just fluff.

I can't say enough about the local Salvation Army and Red Cross organizations, particularly the Salvation Army. Seldom does the average citizen see the other side of the Army's commitment. We contribute our usable discards, maybe loose change or a check at Christmas, and that's the extent of it. Well, let me tell you, Kauai was literally held together after Iniki by these groups - they deserve much more than we normally give them. I hope you don't have to learn that first hand as we did. Take care of YOUR Red Cross and Salvation Army, before 13:20 time comes to your community.

I couldn't help think about the parallels between Iniki and our 8-bits. Atari blew away all our world when they dropped our machines. We gotta camp out now.... And, as on Kauai, what is needed most is communication. ANTIC and ANALOG are no more, and many of the new 8-biters are without any resources at all. Whatever stockpiles still exist (and there are quite a few) are useless if people don't know about them. This is where Atari Classics magazine fits in. The organizers of this new 8-bit publication are going to distribute their first edition in October! Everyone who responded to their survey will be getting a free copy of the first issue. Now, if we all just read the mag and throw it in the corner, I doubt we'll see any 1993 volumes. You gotta subscribe for the magazine to be a success. Tell your friends and neighbors.... The subscription form will be included in the mag, use it. We can survive and prosper without Atari. We can't continue without a national publication. And, we can't just go home - the 8-bit is where WE live.

REW

The SLCC would like to thank **Atari Corporation** for the Falcon 030 preview held last month. We are well aware of the time and effort involved in producing such a product and greatly appreciate those Atarians who took time they didn't have out of their busy schedules. You folks are a class act!

Thanks again, guys.

Memo to Boss:

Holy Cow! Did ya see this month's Journal? Look at the difference between October and September! Just because Jim Hood isn't here, do we have to put up with that?? Just how much does Jim do every month?

Reply to member:

I guess you can see for yourself how much Mr. Hood contributes every month.... What we need is someone to be editor. Got any volunteers?

Membership Application for the San Leandro Computer Club

Yes! I would like to receive 12 months of the SLCC JOURNAL along with other membership benefits, including software discounts, training, technical assistance and much, much more - all for the low, low price of \$20.00 (or \$40.00 if I am outside the US or Canada).

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Some interesting ways I use my computer: (Club members are interested in new usages for home, work and play) _____

OUR 8-BIT DISKS

by Bob Schlar SLCC 8-bit Software Chairman

SLCC- September 1992

Some General Comments:

As noted on last month's disk, all text files (this is the only one) are in Word Processor format (i.e.- CRs at paragraph ends, only). I wrote this DOC with PAPERCLIP (it's my first copy). One of these days I'll write an article on 8-Bit Word Processors!!

D.O.M. Summary

This disk has eleven user programs:- four Games (including a Text Adventure and 1 Educational game), one gRaphics Demo, five Utilities, and one major Educational (animated storybook tale) for young children, which uses the entire back of the disk. Everything else is on the front of the disk. All are explained below.

Contents - Disk #1009

FRONT:-

BINLOAD- convert PIC to BIN files
DELETE- small routine (Utility)
DISKPRNT- print disk jackets (UT)
FLOYD (the Droid)- M/L action Game
FORMAT- another small Utility
MONEYPCH- Educational Game
POKER (Machine)- Game
RECTANGL- a small gRaphics DEMO
RENUM- yet another small Utility
SLAVE- a Text Adventure

BACK:-

NOISY (Giant)- an animated Micro Tale story for the young. It uses the whole disk.

Program Comments

BINLOAD.BAS- (BLP) is a Utility to convert either Micro Illustrator (KOALA) or Micro Painter PICture files into a BINary file that can be loaded and displayed with DOS. The program is self explanatory. Type in the original and converted filenames with the D: drive specifier. Use different names, or give the converted file an .OBJ extender. You could use BLP to add a custom title screen to an already existing BINary load program, using the DOS copy with append function. BLP is from ANALOG #60 of May 1988. Charles F. Johnson also wrote the "G:" printer Utility for ANALOG #35 (see SLCC Disk #0906).

DELETETEST is a small Utility to delete a range of lines from a BASIC program. ENTER it into your program, and then type GOTO 31000. It's from ROM Magazine #6.

DISKPRNT.BAS is a BASIC Utility from ANALOG #61 (June 1988), by Robert Plotkin. It prints disk jackets which may be cut out, folded, and taped or glued together. All disk

information, including a two line title, a sorted Directory, and FREE Sectors will be printed on the jacket with any Epson compatible printer. Titles may(?) include graphics and inverse characters. Use heavy weight paper (at least 20#) and cut just outside the borders! The program will prompt you all the way! I found two bugs:- only the first 48 DIR. items can be listed, and my Gemini-10X wouldn't print in double density.

FLOYD.OBJ (Floyd The Droid Goes Blastin') by Paul Lay (of London, U.K.) was published in ANALOG #53 (4/87). It's an all M/L arcade style game played with a J/S. START begins the game; OPTION pauses and restarts it. It's largely self explanatory. You control Floyd who destroys aliens by blasting or by contact. A contact loses one strength point; collecting a lonely heart gains two; destroying a monster gains one. The game ends when your strength is zero. High scores can be saved.

FORMAT.BAS is a Utility which will format a disk in Drive #1, 2, 3 or 4. Since it uses "X10 #254" (as does FULMENU), it will format in ENhanced density under DOS 2.5 WITH a 1050; or single density under DOS 2.0 OR on an 810. It's also from ROM Magazine, Issue #6.

MONEYPCH.BAS is a coin counting game to help young children polish their math skills. By Chuck Rosko, it's from ANALOG #60 (May 1988). For one player, with Joystick, it's almost self explanatory. Kiki, a baby kangaroo must be ransomed by his mother Kandy. The OPTION and SELECT keys set the goal and difficulty level (time allowance). START begins play. The J/S moves Kandy right or left; forward starts a coin rolling back and forth; and hitting the trigger drops it into the (proper?) bucket. The gRaphics are outstanding!

POKER.BAS (POKER Machine) by Joe McManus is from ANTIC (1987). The rules are standard, graphics are excellent, and play is fast.

RECTANGL.BAS may look familiar;- it's a classic example of an 8-BIT gRaphics DEMO in only three sectors! I found it on a recent (News Letter Vol. 10; #10) disk from OHAUG (OI' Hackers) of Long Island, N.Y. Follow the instruction!

RENUM.LST must be ENTERED while the program to be renumbered is in memory; then type GOTO 27000. It's self prompting. From ACE, & ABACUS Disk #21, & MICROBITS.

SLAVEBAS (or The Slave Cellars of Golgoth), is a Text Adventure by Clayton Walnum, from ANALOG #65 (Oct. 1988). The article includes a short personal history and a list of game hints- in simple code. Look it up! I was surprised to find that we don't have it in our library. There is also a sequel called NIMRAL'S GRACE. It is played like most Txt. ADV. games.

NOISY (the Noisy Giant) is from AIM Magazine, July 1992. By Charlie Parker, it's a Micro Tale animated story for young children. It uses the entire back of the disk.

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October Meeting

I am hoping to be able to connect into the telephones at the Library so that we can demonstrate BBS use at the meeting. I can call Compuserve and Robbie can call the Key System right at the meeting. The Key System is there for us all to use, so bring your questions and your notebooks!

We will also see the return of the 8-bit cartridge raffle and selected ST offerings - no Falcon yet..... Maybe next month?

yore prez

San Leandro Computer Club
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General Meeting
October 6, 1992

ST SIG
October 12, 1992

at the San Leandro
Community Library
300 Estudillo Avenue

